ABSTRACT

Muhammad Rezki (12145450), Making Interactive Animation Procedures for Prayer and Prayers Using Construct 2

In the world of education, Religion is the basic science of this life. But many students who have difficulty in studying religion especially praying material because in addition to rote reading prayers, students are also required to memorize the prayer movement plus the learning process in schools that are less interesting so that students quickly bored and lazy to learn it. With the current technological developments of course can be utilized in the world of education, one of the utilization is to create educational applications that can provide a new atmosphere in learning. In the making of educational applications learning prayer and prayer procedures used system development method is Multimedia Development Life Cycle (MDLC). This method has six stages: concept, design, material collection, manufacture, testing and distribution. After the test results obtained that the application of this educational learning can facilitate the user in the process of learning prayers and prayers. This application is an appropriate solution in an effort to improve the efficiency of application providers that contain elements of education, so it can be an interesting learning media for users.

Keywords: learning application, prayer procedure and prayer